

CLAIMS

1. A method for enabling a user to import a user-defined graphics edit into at least one template, the method comprising the steps of:
 - selecting, by said user, at least one first editable object;
 - editing, by said user, at least part of said at least one first editable object, thereby producing a user-defined graphics edit;
 - saving said user-defined graphics edit;
 - selecting, by said user, a template containing at least one second editable object; and
 - applying at least part of said user-defined graphics edit to at least part of said at least one second editable object within said template.
2. A method according to claim 1 and wherein said at least one first editable object and said at least one second editable object are identical.
3. A method according to claim 1 and wherein said at least one first editable object and said at least one second editable object are different.
4. A method according to claim 1 and wherein said at least one first editable object resides within a first template and said at least one second editable object resides within a second template.
5. A method for a user to produce a plurality of graphics outputs by reusing edited graphics content in multiple templates, the method comprising the steps of:
 - selecting, by said user, a first template containing at least one first editable object;
 - editing, by said user, at least part of said at least one first editable object within said first template, thereby producing a user-defined graphics edit;
 - saving said user-defined graphics edit;
 - selecting, by said user, a second template containing at least

one second editable object; and

applying at least part of said user-defined graphics edit to at least part of said at least one second editable object within said second template.

6. A method according to claim 5 and wherein said at least one first editable object and said at least one second editable object are identical.

7. A method according to claim 5 and wherein said at least one first editable object and said at least one second editable object are different.

8. A method according to claim 1 and wherein said user-defined edit contains geometric parameters useful to automate the positioning of editable objects.

9. A method according to claim 5 and wherein said user-defined edit contains geometric parameters useful to automate the positioning of editable objects.

10. A method according to claim 1 and wherein said template contains editable objects and non-editable objects.

11. A method according to claim 5 and wherein at least one of said first and second templates contain editable objects and non-editable objects.

12. A method according to claim 1 and wherein at least one of said at least one first editable object and said at least one second editable object contains locked features and unlocked features, and wherein said applying step does not alter said locked features.

13. A method according to claim 5 and wherein at least one of said at least one first editable object and said at least one second editable

object contains locked features and unlocked features, and wherein said applying step does not alter said locked features.

14. A method according to claim 1 and wherein said user-defined edit is comprised of a plurality of elements acting upon at least part of said at least one first editable object.

15. A method according to claim 5 and wherein said user-defined edit is comprised of a plurality of elements acting upon at least part of said at least one first editable object.

16. A method according to claim 14 and wherein at least one element of said user-defined edit acts on multiple editable objects.

17. A method according to claim 15 and wherein at least one element of said user-defined edit acts on multiple editable objects.

18. A method according to claim 1 and also including the step of automatically generating graphics outputs of various sizes following said applying step.

19. A method according to claim 5 and also including the step of automatically generating graphics outputs of various sizes following said applying step.

20. A method according to claim 18 and wherein said graphics outputs are generated on a kiosk system.

21. A method according to claim 19 and wherein said graphics outputs are generated on a kiosk system.

22. An imaging design system for enabling a user to import a user-defined graphics edit into at least one template, comprising:

at least one first editable object;

an editor for editing, by said user, at least part of said at

least one first editable object, thereby producing a user-defined graphics edit;

a storage device saving said user-defined graphics edit;

a template containing at least one second editable object;

and

a design processor, applying at least part of said user-defined graphics edit to at least part of said at least one second editable object within said template.

23. A system according to claim 21 and wherein said at least one first editable object and said at least one second editable object are identical.

24. A system according to claim 22 and wherein said at least one first editable object and said at least one second editable object are different.

25. A system according to claim 22 and wherein said at least one first editable object resides within a first template and said at least one second editable object resides within a second template.

26. An imaging design system for a user to produce a plurality of graphics outputs by reusing edited graphics content in multiple templates, comprising:

a first template containing at least one first editable object;

an editor for editing, by said user, at least part of said at least one first editable object within said first template, thereby producing a user-defined graphics edit;

a storage device saving said user-defined graphics edit;

a second template containing at least one second editable object; and

a design processor, applying at least part of said user-defined graphics edit to at least part of said at least one second editable object within said second template.

27. A system according to claim 26 and wherein said at least one first editable object and said at least one second editable object are identical.
28. A system according to claim 26 and wherein said at least one first editable object and said at least one second editable object are different.
29. A system according to claim 22 and wherein said user-defined edit contains geometric parameters useful to automate the positioning of editable objects.
30. A system according to claim 26 and wherein said user-defined edit contains geometric parameters useful to automate the positioning of editable objects.
31. A system according to claim 22 and wherein said template contains editable objects and non-editable objects.
32. A method according to claim 26 and wherein at least one of said first and second templates contain editable objects and non-editable objects.
33. A method according to claim 22 and wherein at least one of said at least one first editable object and said at least one second editable object contains locked features and unlocked features, and wherein said design processor does not alter said locked features.
34. A system according to claim 26 and wherein at least one of said at least one first editable object and said at least one second editable object contains locked features and unlocked features, and wherein said design processor does not alter said locked features.
35. A system according to claim 22 and wherein said user-defined edit is comprised of a plurality of elements acting upon at least part

of said at least one first editable object.

36. A system according to claim 26 and wherein said user-defined edit is comprised of a plurality of elements acting upon at least part of said at least one first editable object.

37. A system according to claim 35 and wherein at least one element of said user-defined edit acts on multiple editable objects.

38. A system according to claim 36 and wherein at least one element of said user-defined edit acts on multiple editable objects.

39. A system according to claim 22 and also including an output unit for automatically generating graphics outputs of various sizes.

40. A system according to claim 26 and also including an output unit for automatically generating graphics outputs of various sizes.

41. A system according to claim 39 and wherein said graphics outputs are generated on a kiosk system.

42. A system according to claim 40 and wherein said graphics outputs are generated on a kiosk system.

43. A method for positioning an image relative to a cutout without changing the aspect ratio of the image, comprising:
identifying a zone of interest in said image; and
translating and scaling said image so that a significant portion of said zone of interest appears within said cutout.

44. A method according to claim 43 and wherein said significant portion of said zone of interest is as much relative area of said zone of interest as possible, but constrained so that said cutout remain entirely within the extent of said image.

45. A method according to claim 43 and wherein said cutout is part of a template.

46. A method according to claim 43 and wherein said identifying step is carried out manually.

47. A method according to claim 43 and wherein said identifying step is carried out automatically.

48. A method according to claim 43 wherein said identifying step is based on information as to how said image was positioned within a previous cutout.

49. A system for positioning an image relative to a cutout without changing the aspect ratio of the image, comprising:

a zone of interest in said image; and

an image transformer, translating and scaling said image so that a significant portion of said zone of interest appears within said cutout.

50. A system according to claim 49 and wherein said significant portion of said zone of interest is as much relative area of said zone of interest as possible, but constrained so that said cutout remain entirely within the extent of said image.

51. A system according to claim 49 and wherein said cutout is part of a template.

52. A system according to claim 49 wherein said image was positioned relative to a previous cutout, and wherein said zone of interest is the portion of said image that was contained within said previous cutout.